FOR
COLECOVISION®
& ADAM™
FAMILY COMPUTER SYSTEM

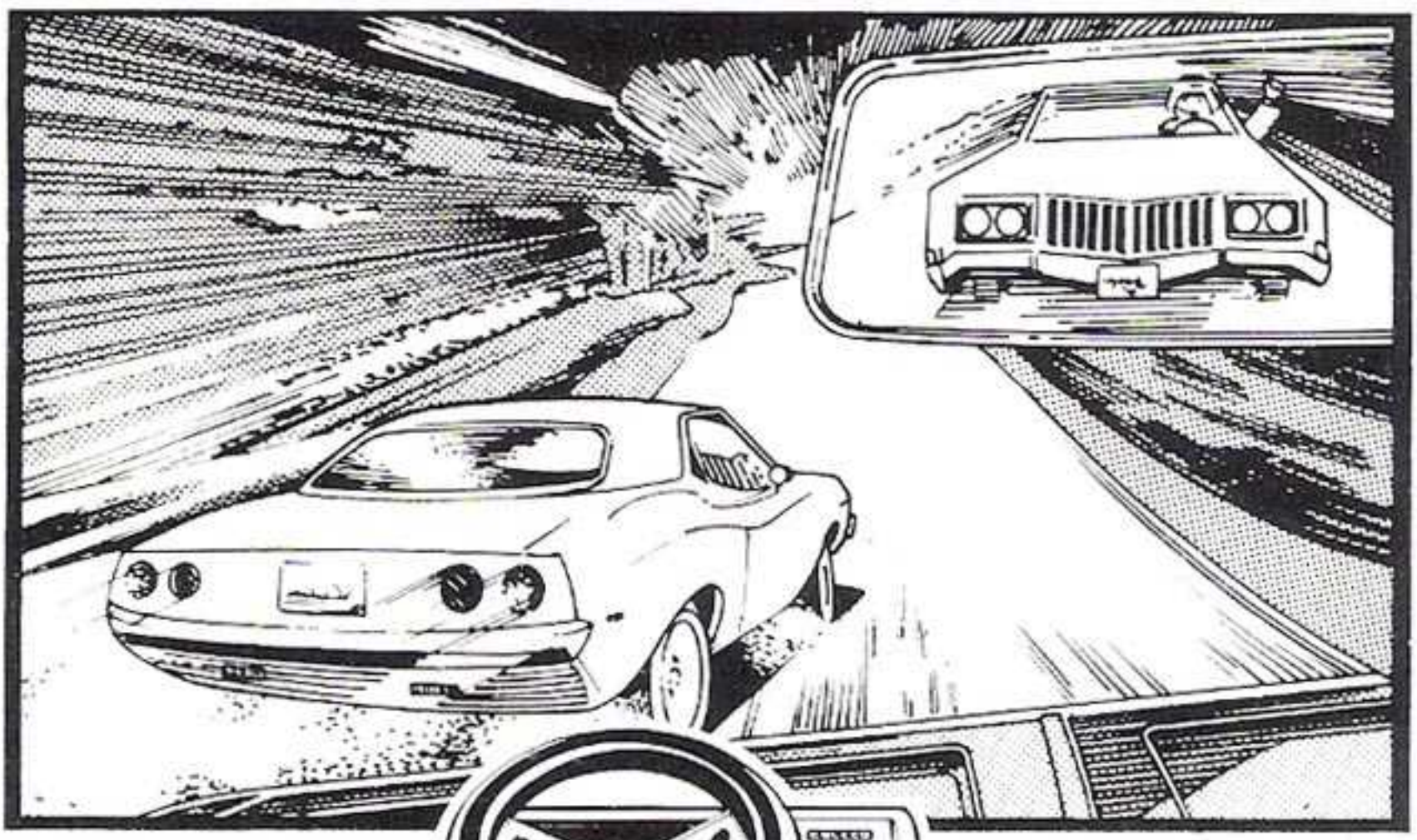
Guide No. 14348

CARTRIDGE INSTRUCTIONS

No. 2607

THE DUKES OF HAZZARD™*

*Indicates Trademark of Warner Bros. Inc.



For use with ColecoVision® Expansion Module #2

- **Select from Four Skill Levels**
- **For One or Two Players**

Drive the General Lee* through Hazzard County! You have to catch Jeremiah Stinge up ahead. But watch your rearview mirror for Boss Hogg. He's hot on your trail!

COLECO

GETTING READY TO PLAY

ALWAYS MAKE SURE THE COLECOVISION® UNIT OR THE ADAM™ IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.

Assemble Expansion Module #2 as shown in its owner's manual. Connect the module to Port 1 of the ColecoVision® console or ADAM™. Connect a hand controller to Port 2. Turn power ON.

One-Player Game

You have Expansion Module #2 all to yourself.

Two-Player Game (Alternating Players)

Players take turns using Expansion Module #2. Player 1 goes first. Each turn lasts until you wreck, until Boss Hogg catches you, or until you complete a round by catching Jeremiah Stinge.

Choose Your Challenge.

Press the Reset Button and the Title Screen appears on your TV. Wait for the Game Option screen to appear. It shows a list of eight game options. Make your choice and take your chances!

Skill 1 (Game Options 1 and 5) is the easiest, just right for play by beginners.

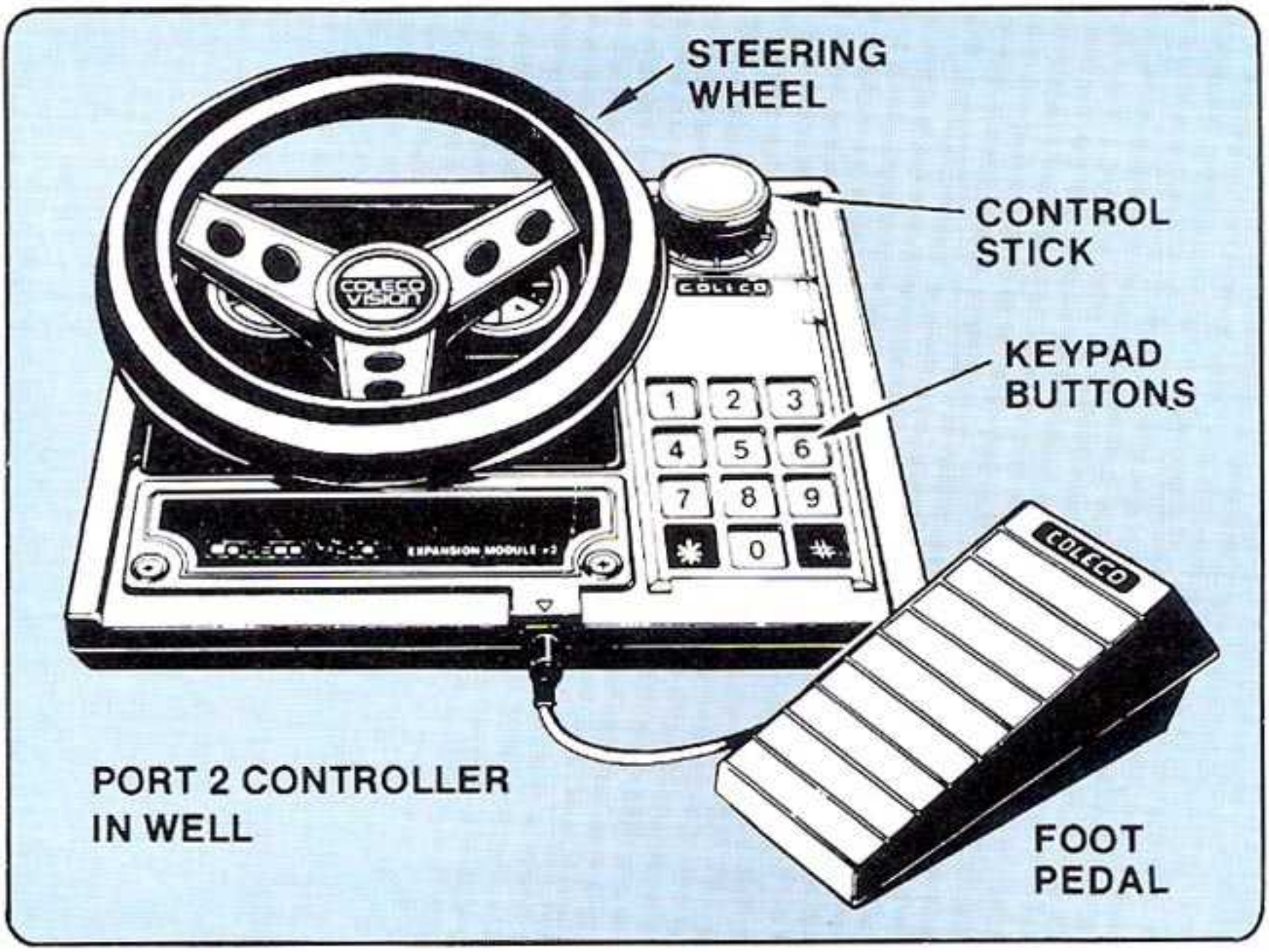
Skill 2 (Game Options 2 and 6) is harder. You'll need good driving skills.

Skill 3 (Game Options 3 and 7) is even harder! You'll need quick reactions and sharp eyes!

Skill 4 (Game Options 4 and 8) is the toughest challenge of all—no picnic for a city slicker!

Make your choice by pressing the corresponding number button on the controller keypad.

USING YOUR CONTROLS



1. **Keypad:** Before the chase gets started, use Keypad Buttons to choose number of players and skill level. During the chase, press * to pause; press * again to get back into the action.

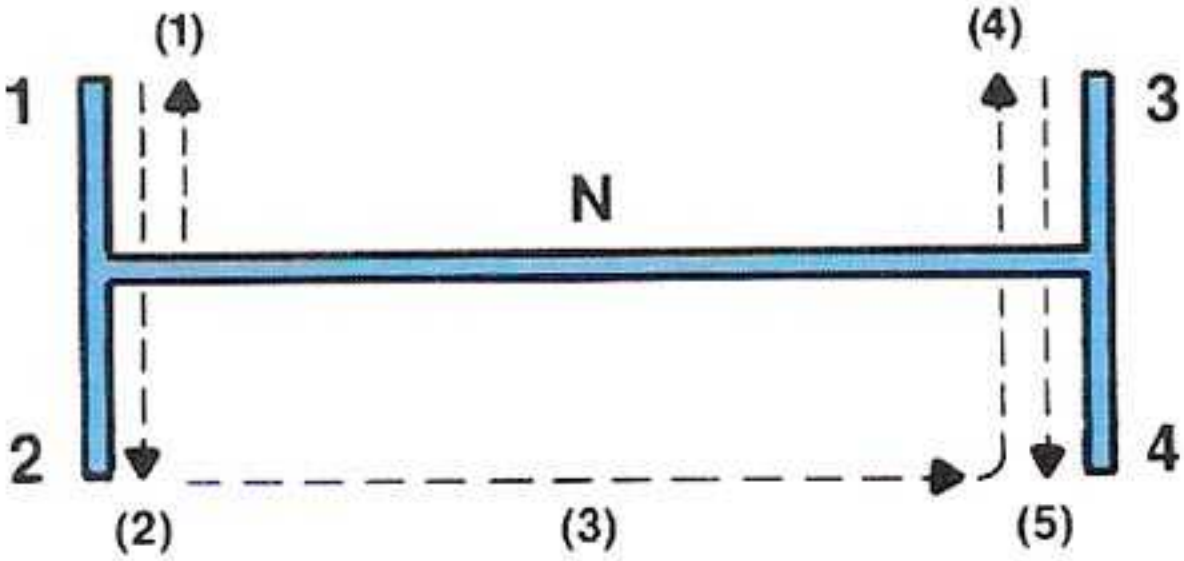
   Pause is also useful in a two-player game, when players alternate turns. Wait until the new player's round has just appeared, then pause the game and hand the controller to the other player.

   During game play, Keypad Buttons 1–9 function as a hand brake. Press any one of these buttons to make the General Lee* slow down, stop or make a bootlegger turn. Pressing any numbered button again will release the hand brake.

   Note: After making a bootlegger turn, the handbrake automatically deactivates—you don't have to press a Keypad Button again.

2. **Steering Wheel:** Take hold of that wheel and steer the General Lee*. Turn the wheel clockwise to turn right, just as in a regular car. Turn the wheel counterclockwise to turn left.

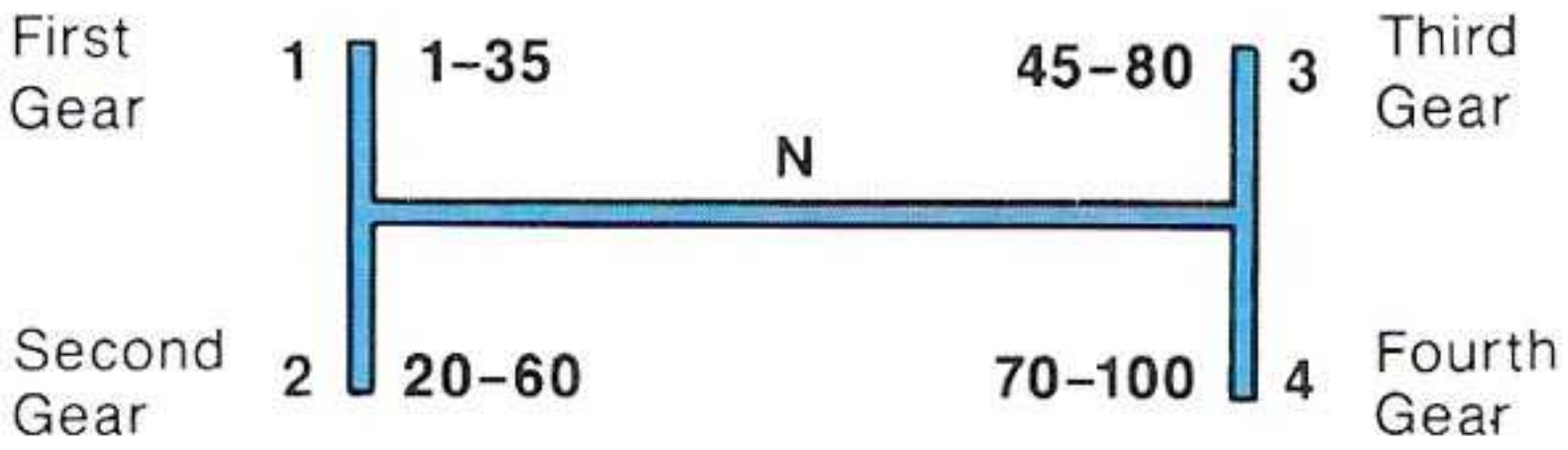
3. **Control Stick:** This is your gearshift. Think of an "H" to find the gears:



Shifting Up

The stick's between First and Second gear to start. To shift into First, move the stick up (away from you). The General Lee* picks up speed automatically. To move into Second from there, pull the stick down (toward you). To go from Second to Third, first move right, then up. Then pull down to get to Fourth.

You don't want to shift up from gear to gear too quickly. Take each gear well into its range before shifting into the next higher gear. The speed range for each gear is:



Downshifting

To shift down, treat the gears in the same way as shifting up. To go from Fourth to Third, push the Control Stick up. To go from Third to Second, push the Control Stick left, then down. To go from Second to First, push the Control Stick up.

You don't have to press the hand brake to downshift. But when you do shift down, you must wait for your speed to decrease into the range of the new gear before you can start shifting up to accelerate again. All clear now?

4. **Foot Pedal:** The pedal's your accelerator. Press it to pick up speed. When the pedal is pressed, you continue to accelerate until you reach the top speed of the gear you're in. When the Foot Pedal is released, it acts as a brake; the General Lee* slows down and eventually comes to a stop.

   Note: The Foot Pedal will not function as a brake during a bootlegger turn—you must use the handbrake.

HERE'S THE STORY SO FAR:

There's trouble in Hazzard County, and you're caught in the middle! Jeremiah Stinge, the fat cat who owns the local mortgage company, has devised a scheme to settle an old grudge and get back at the Duke boys. Stinge has forged a deed to the Duke property and plans to foreclose, tossing the boys out in the road.

So old Jeremiah shows up all smug with a deed to the Dukes' place. He'll foreclose on the mortgage, all right, unless the Dukes can come up with the full amount owed—in cash! Of course, that's out of the question. But this ain't the whole story.

Daisy pokes around and finds out that Stinge has faked the deed. When Stinge hears about Daisy's eavesdropping, he kidnaps her and takes off for parts unknown. In the meantime, Boss Hogg, always around when there's trouble for the Dukes, wants to serve the foreclosure papers (he doesn't know they're forged).

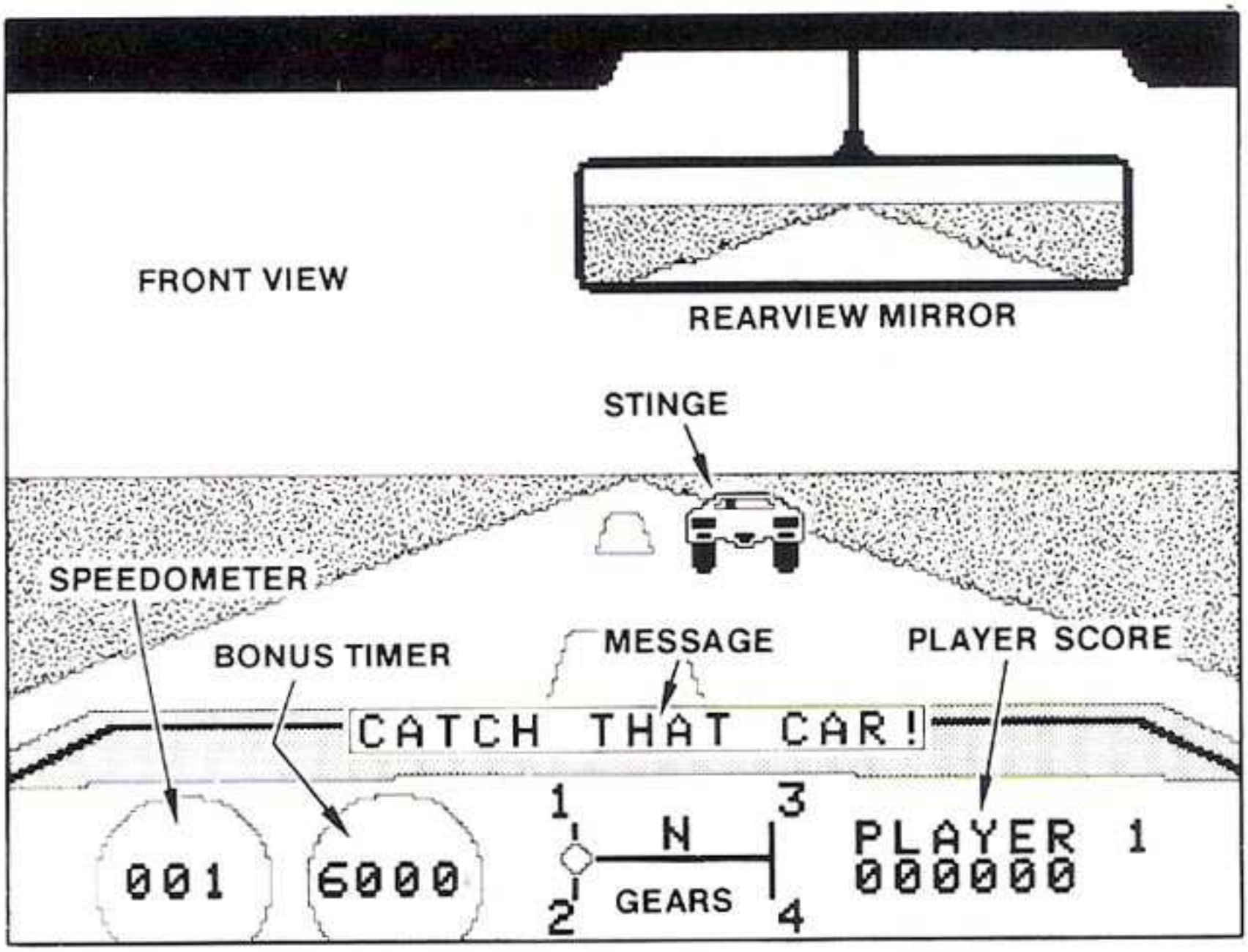
So what have you got? Stinge is up ahead, racing for the county line and holding Daisy captive. And Boss Hogg is behind, trying to get to you with the phony foreclosure papers. Caught between the devil and the deep blue sea, you have to catch Stinge and rescue Daisy before Boss Hogg catches **you!**

But you've also got something nobody else has—the trusty General Lee*! It zooms you along country roads, leaps over bumps and bridge-outs, bootlegs in tight spots and careens through town streets. So step on it and race after Stinge—and try to rescue Daisy! Keep one eye on the road ahead for Stinge's dirty blue car. But keep the other eye on your rear-view mirror. Old Boss Hogg's getting mighty close for comfort!

HERE'S HOW TO PLAY

Here's what's what

Hop into the General Lee* and get set for a ride! But first, take a look around. You've got the Speedometer on the dash to tell you how fast you're going. The Bonus Timer ticks down points as you zoom along (more about that later). There's your Score, of course, to show how good you are. And the Gear Grid lets you know what gear you're in.



Get the message?

The General Lee's* also equipped with a special message indicator that'll help you figure out what's happening and what's to be done about it. When Stinge's blue car pulls away at the start of the chase, the message is "CATCH THAT CAR!" And "IT'S BOSS HOGG!", when you-know-who shows up at the side of the road. When you catch up with Stinge and pass him, it's "WE CAUGHT HIM!", but if the law gets to you first, you'll see "HOGG GOT US!"

First things first—gearing up.

To get going, take the General Lee* through the gears, starting with First and ending with Fourth. Each gear has its own range, of course, like other cars. The General Lee* works best if you follow the speedometer as you put the rubber to the road. Take each gear as close to its top as you can before shifting into the next gear. Treat the General Lee* right and it'll perform for you. Ready?

The chase is on!

There's Stinge's blue car up ahead—but not for long! He puts the pedal to the metal and takes off. Shift into First and watch where you're steering. Keep an eye on the center line and try to keep the General Lee* in your lane. Close to center might be best. If you rub against the side of the road, it only slows you down. If you drive on the edge too long, you'll hit a pothole and come to a sudden stop. A steady hand on the wheel is a sure grip on the road.

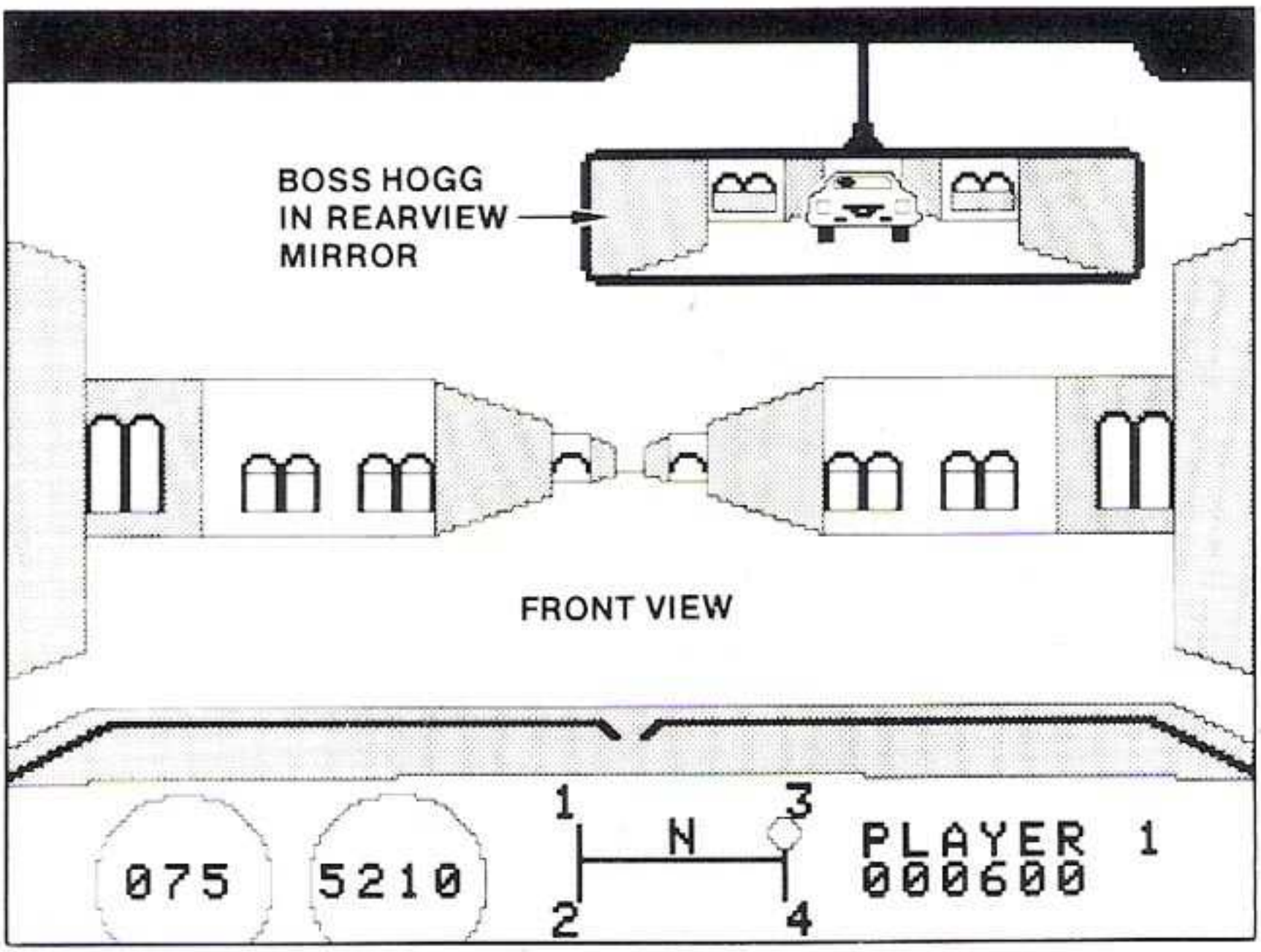
Hogg's wild!

No sooner you start out than old Boss Hogg gets wind of your whereabouts. Before long you'll spot his dusty white sedan up ahead on the right side of the road. Zoom past and keep on the right side of the road. Zoom past and keep an eye on that rearview mirror—you'll see the white car, all right. Boss'll try to catch up to you so long as you let him. So don't let him, or you're done for. Phony foreclosure papers or no, Hogg's wild and aiming to serve 'em!

Curves and turns.

Boss Hogg ain't the only hazard in Hazzard County. Watch out for curves in the country roads. Some sharp ones can make you grind against the roadside. That only puts a damper on your fire! You'll want to steer into the curve a little just to keep your balance. On straightaways, keep steady and keep center.

City streets are hardly better. If you lose Jeremiah Stinge up ahead, just keep going. You're bound to catch sight of him sooner or later. Once you do, watch him carefully. He might make a fast left or right turn and scoot between the buildings. Follow right behind him! To make a left or right turn, take your foot off the pedal and spin the wheel. Take your turns quickly and sharply, or you'll miss 'em!



There's trouble in them thar hills.

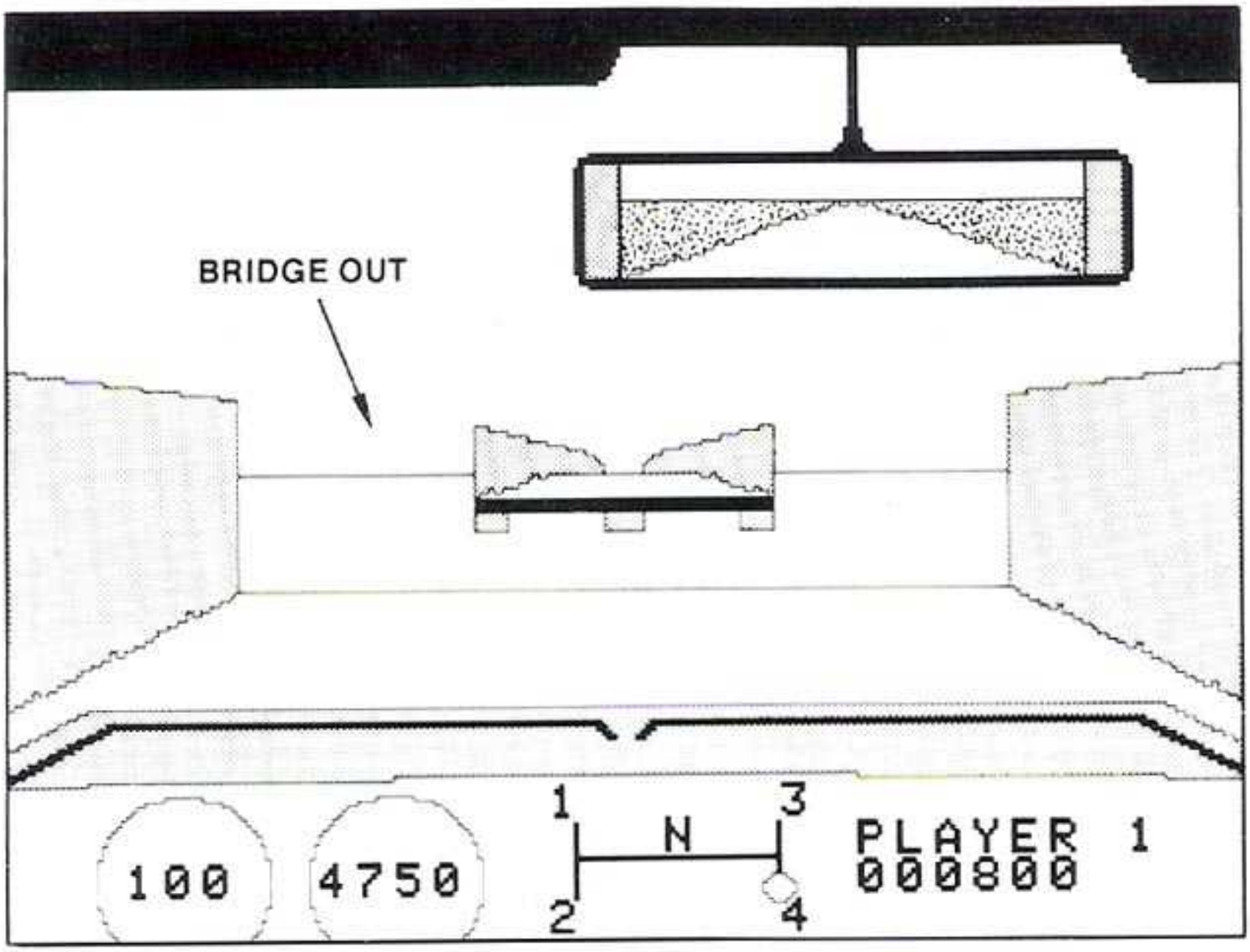
Once in a while there's a little hill in the road that lets you fly. You never know when one's coming up, so just keep a good grip on the wheel and a high hope in your heart. Take the hill too fast and you're liable to skid. The hill tends to slow you down a bit, so keep your wits about you.

Signs of the Times

The yellow, diamond-shaped road sign lets you know there's a crossroads up ahead where you can turn off, if you've got a mind to. And the red octagonal sign's a warning that you're coming up on a washed-out bridge!

Bridge work.

Watch it! Bridge out up ahead. Don't pay no never mind and just keep her steady. Watch your speed and keep control of the General Lee*. If your speed's at least 75 mph, it'll fly right over the gap. If you're not going fast enough, you'll wreck! Keep it centered just to be safe. The General Lee's* shocks can take it. Can you? How're your nerves holding up?



The Bootlegger Turn

Don't think you're going fast enough to make it over the bridge? There's a way out! You can make a bootlegger turn—that's a 180° reversal in direction.

First, you have to be going more than 35 mph in order to reverse direction. Hit the handbrake, turn the wheel fast and hope for the best. You'll slow down, but you'll be facing the way you came. Just step on it, start gearing up again and get going! Can you make it? Try it until you've got it down.

Faking Hogg out

There's another time you can use the bootlegger turn to get out of a fix: when Boss Hogg is hot on your trail and getting too close for comfort. If you don't think you can outrun him, make a bootlegger turn to fake him out. But guess what? Now he's in front of you! Just pass him up and you'll lose him. Works every time!

An obstacle? 'Course!

Sometimes obstacles in the road try to trip you up. First, there are those oil slicks. Strike one and you skid and slow down a bit. Don't forget to downshift before gearing up again. Best bet is to avoid the oil slicks—if you can.

Naturally you don't own the road, so pay mind to other cars. Folks out for a nice afternoon drive don't know, let alone care, about your troubles. If you hit one, you'll spin around and slow down to almost nothing. A collision's a sure way to wreck a good chase! Keep sharp. Remember, Stinge is up ahead and that road Hogg's gaining on you from behind. Talk about being between a rock and a hard place!

Passing and Catching

How do you get Stinge? When you pass him, you catch him. It's that simple, but it isn't as easy as it sounds.

When you get right up behind Stinge, you can bounce off his car if you're going at top speed. This only slows you down a bit and gives him a chance to speed ahead of you. Try to stay in the opposite lane from the one Stinge is in.

In the higher Skill Levels, no sooner do you get the right speed than Stinge begins to weave from side to side across the road ahead of you, just to trip you up. Take hold of the General Lee's* steering wheel, wait for Stinge to get to one side of the road, then bolt for the opposite side. If you can pass Stinge, you've caught him!

Remember, you've also got to keep Boss Hogg at a comfortable distance or you're done for. Got nerves of steel? You'll need 'em!

So, there you are—caught in the middle without a fiddle. You've got to get Jeremiah Stinge as fast as you can to earn a higher score.

That Bonus Timer

One thing about the Bonus Timer. If the timer runs out and you haven't caught Stinge, the chase is still on. If you then catch him, you get no bonus points. Of course, the chase starts all over and you have another chance. Don't blow it!

So when's it over?

If truth be known, the chase need never be over if you know how to drive the General Lee*. Each time you catch Stinge, your score tallies up and the chase starts all over again. There's no tying down a slick critter like Jeremiah Stinge when he's up to no good!

But if you wreck, or Boss Hogg catches up to you, it's the end of the line. So what's it going to be? Winner or loser? You're in the driver's seat—it's up to you!

Special Pause Feature

Press * during the game to pause. The screen blanks and music plays. Press * again to go back to your game exactly as you left it.

Starting over

Press * after the game ends to replay your game option. Press # to return to the Game Option screen and choose another challenge.

Reset

The Reset Button on the console stops the game and returns you to the Title Screen. It can be used to start a new game at any time or in the event of game malfunction.

SCORING

OBSTACLE SAFELY PASSED	POINTS
Oil Slick	100
Oncoming Car	100
Bridge Out	200
Lose Boss Hogg	500
Catch Jeremiah Stinge	1000*

*plus 10 points for every second left in the Bonus Timer.

THE FUN OF DISCOVERY

This instruction guide provides the basic information you'll need to start playing THE DUKES OF HAZZARD*, but it is only the beginning! You'll find that this cartridge contains special features that make this game exciting every time you play. Experiment wth different techniques—and enjoy the game!

90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of America that this video game cartridge will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

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SERVICE POLICY

Please read your Video Game Owner's Manual carefully before using the product. If your video game cartridge fails to operate properly, please refer to the trouble-shooting checklist in the Owner's Manual for your particular video system. If you cannot correct the malfunction after consulting the trouble-shooting checklist, please call Customer Service on Coleco's toll-free service hotline: 1-800-842-1225 nationwide. This service is in operation from 8:00 a.m. to 10:00 p.m. Eastern Standard Time, Monday through Friday.

If Customer Service advises you to return your video game cartridge, please return it postage prepaid and insured, with your name, address, proof of the date of purchase, and a brief description of the problem to the Service Station you have been directed to return it to by the toll-free service information. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

If your cartridge requires service after expiration of the 90 day Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: 1-800-842-1225 nationwide.

THE DUKES OF HAZZARD*
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